AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Presented) In a video-graphics game apparatus having a game operations controller capable of being manipulated by a human operator for displaying an aiming point on a game display screen, the aiming point being of use when an item used as a projectile in a game is targeted at a displayed object in a virtual 3-D game space, a method for controlling a projectile used in a game comprising:

displaying virtual three-dimensional game space having a plurality of objects and items, the plurality of objects including at least one player object;

selecting, in accordance with an operation made using the controller, one of a plurality of displayed items which are accessible to the player object as throwable items and

specifying as a target object an object existing in a direction in which the throwable item is to be thrown;

storing correspondence information defining which throwable item is effective on which object on an item-by-item basis;

determining an effectiveness of a selected throwable item upon the target object based on the correspondence information; and

generating aiming point data for displaying an aiming point indicating the direction in which the throwable item is to be thrown, the aiming point being displayed in a manner that is varied depending on a determination of the effectiveness of the throwable item;

wherein said plurality of objects and items are displayed on the game display screen as three-dimensional images and the aiming point is displayed so as to overlap the target object

based on the aiming point data and, thereafter, the throwable item appears thrown at the aiming point in response to another operation made using the controller.

2. (Previously Presented) The method according to claim 1, wherein,

one or more transparent objects are provided during gameplay in a neighborhood of at least one non-transparent object in the three-dimensional game space displayed on the game screen, the transparent object being visually unrecognizable;

one of the transparent objects that is located in a direction in which the throwable item is to be thrown is specified as the target object, and

the storing correspondence information includes storing correspondence information defining which throwable item is effective on which transparent object on an item-by-item basis.

3. (Previously Presented) The method according to claim 1, further comprising positional computing a positional relationship between the player object and the target object,

wherein a throw effectiveness is determined based on stored correspondence information and a predetermined effective range assigned to each item and said computed positional relationship.

4. (Previously Presented) The method according to claim 3 wherein,

said computed positional relationship includes computing a distance from the player object to the target object, and

said throwable item effectiveness determination is based on the correspondence information as well as a predefined shooting range assigned to each throwable item and the computed positional relationship .

5. (Previously Presented) The method according to claim 1, further comprising marking a target object in response to an operation made using the controller if the selected item is determined as being effective on the target object,

wherein a trajectory of the throwable item is set so that the throwable item hits target object so marked.

6. (Previously Presented) The method according to claim 5 wherein if a plurality of target objects are marked, the trajectory of the throwable item is automatically controlled so that the throwable item hits all marked target objects.

7. (Previously Presented) In a game apparatus which displays an aiming point on a game display screen, the aiming point being of use when an item in a game is thrown or shot at an object in a game space, said game apparatus having a game operation controller and a data storage memory for storing correspondence information defining which throwable item is effective on which object on an item-by-item basis, a game program product embodied on a computer-readable medium for distribution and/or storage having stored thereon a game program to be executed by a computer of said game apparatus, comprising:

program instruction means for deploying in a three-dimensional space a plurality of objects to be displayed, the plurality of objects including a player object;

program instruction means for selecting, in accordance with an operation made using the controller, one of a plurality of items which are accessible to the player object as throwable items;

program instruction means for specifying as a target object an object existing in a direction in which the throwable item is to be thrown;

program instruction means for determining an effectiveness of the throwable item on the target object based on the correspondence information;

program instruction means for generating aiming point data to be used for displaying an aiming point indicating the direction in which the throwable item is to be thrown, the aiming point being displayed in a display mode which is varied depending on a determination result by the determination step; and

program instruction means for performing display control so that the plurality of objects deployed in the object deployment step are displayed on the game screen as three-dimensional images, the aiming point is displayed so as to overlap the target object based on the aiming point data, and thereafter the throwable item appears thrown at the aiming point in response to an operation made using the controller.

8. (Previously Presented) The game program product according to claim 7 further comprising:

program instruction means for placing a transparent object in a neighborhood of at least one object in the game space displayed on the game screen, the transparent object being visually unrecognizable to the player;

program instruction means for specifying a target which specifies as the target object one of the transparent objects that is located in the direction in which the throwable item is to be thrown, and

program instruction means for storing correspondence information defining which throwable item is effective on which transparent object on an item-by-item basis.

9. (Previously Presented) The game program product according to claim 7, further comprising:

program instruction means for computing a positional relationship between the player object and the target object, and

program instruction means for determining an effectiveness of throwing an item based on the correspondence information as well as an effective range which is defined for each item and a computation of the positional relationship.

10. (Previously Presented) The game program product according to claim 9, further comprising:

program instruction means for computing a distance from the player object to the target object, and

program instruction means for determining an effectiveness of throwing an item based on the correspondence information as well as a shooting range which is defined for each item and the computation of the positional relationship.

11. (Previously Presented) The game program product according to claim 7, further comprising:

program instruction means for marking the target object in response to an operation made by an operator using the controller if the throwable item is determined as being effective against the target object,

wherein a trajectory of the throwable item is automatically controlled so that the throwable item hits the target object as marked by the marking step.

12. (Previously Presented) The game program product according to claim 11, wherein, if a plurality of target objects are marked, the trajectory of the throwable item is set so that the throwable item hits all of the marked target objects.

13. (Previously Presented) In a video game apparatus, a method for controlling a throwing or shooting of a displayed projectile item used against a targeted game object, comprising:

storing correspondence information between one or more projectile items and game objects defining which projectile item is effective upon which game object;

determining an effectiveness of throwing/shooting a particular projectile item during game play based on stored correspondence information; and

displaying an aiming point on a game display, wherein the aiming point is varied in appearance depending upon a determined effectiveness for the particular projectile item, and wherein a predetermined displayed appearance of the aiming point is indicative that a targeted

game object will be hit by the projectile object upon initiating a throwing or shooting action during gameplay.